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Network Working Group
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Connectionless Network Protocol (ISO 8473) and End System to Intermediate System (ISO 9542) Management Information Base

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1. Status of this Memo

This memo defines an experimental portion of the Management Information Base (MIB) for use with network management protocols in TCP/IP-based internets.

This memo does not specify a standard for the Internet community. However, after experimentation, if sufficient consensus is reached in the Internet community, then a subsequent revision of this document may be placed in the Internet-standard MIB.

Distribution of this memo is unlimited.

2. Historical Perspective

As reported in RFC 1052, IAB Recommendations for the Development of Internet Network Management Standards [1], a two-prong strategy for network management of TCP/IP-based internets was undertaken. In the short-term, the Simple Network Management Protocol (SNMP), defined in RFC 1067, was to be used to manage nodes in the Internet community. In the long-term, the use of the OSI network management framework was to be examined. Two documents were produced to define the management information: RFC 1065, which defined the Structure of Management Information (SMI), and RFC 1066, which defined the Management Information Base (MIB). Both of these documents were designed so as to be compatible with both the SNMP and the OSI network management framework.

This strategy was quite successful in the short-term: Internet-based network management technology was fielded, by both the research and commercial communities, within a few months. As a result of this, portions of the Internet community became network manageable in a timely fashion.

As reported in RFC 1109, Report of the Second Ad Hoc Network Management Review Group [2], the requirements of the SNMP and the OSI network management frameworks were more different than anticipated. As such, the requirement for compatibility between the SMI/MIB and both frameworks was suspended. This action permitted the operational network management framework, based on the SNMP, to respond to new operational needs in the Internet community by producing MIB-II.

In May of 1990, the core documents were elevated to "Standard Protocols" with "Recommended" status. As such, the Internet-standard network management framework consists of: Structure and Identification of Management Information for TCP/IP-based internets, RFC 1155 [3], which describes how managed objects contained in the MIB are defined; Management Information Base for Network Management of TCP/IP-based internets, which describes the managed objects contained in the MIB, RFC 1156 [4]; and, the Simple Network Management Protocol, RFC 1157 [5], which defines the protocol used to manage these objects.

Consistent with the IAB directive to produce simple, workable systems in the short-term, the list of managed objects defined in the Internet-standard MIB was derived by taking only those elements which are considered essential. However, the SMI defined three extensibility mechanisms: one, the addition of new standard objects through the definitions of new versions of the MIB; two, the addition of widely-available but non-standard objects through the experimental subtree; and three, the addition of private objects through the

enterprises subtree. Such additional objects can not only be used for vendor-specific elements, but also for experimentation as required to further the knowledge of which other objects are essential.

Since the publication of the Internet-standard MIB, experience has lead to a new document, termed MIB-II [6], being defined.

This memo defines extensions to the MIB using the second method. It contains definitions of managed objects used for experimentation. After experimentation, if sufficient consensus is reached in the Internet community, then a subsequent revision of this memo may be placed in the Internet-standard MIB.

3. Objects

Managed objects are accessed via a virtual information store, termed the Management Information Base or MIB. Objects in the MIB are defined using the subset of Abstract Syntax Notation One (ASN.1) [7] defined in the SMI. In particular, each object has a name, a syntax, and an encoding. The name is an object identifier, an administratively assigned name, which specifies an object type. The object type together with an object instance serves to uniquely identify a specific instantiation of the object. For human convenience, we often use a textual string, termed the OBJECT DESCRIPTOR, to also refer to the object type.

The syntax of an object type defines the abstract data structure corresponding to that object type. The ASN.1 language is used for this purpose. However, the SMI [3] purposely restricts the ASN.1 constructs which may be used. These restrictions are explicitly made for simplicity.

The encoding of an object type is simply how that object type is represented using the object type's syntax. Implicitly tied to the notion of an object type's syntax and encoding is how the object type is represented when being transmitted on the network.

This SMI specifies the use of the basic encoding rules of ASN.1 [8], subject to the additional requirements imposed by the SNMP.

3.1. Format of Definitions

The next section contains the specification of all object types contained in the MIB. Following the conventions of the companion memo, the object types are defined using the following fields:

OBJECT:

A textual name, termed the OBJECT DESCRIPTOR, for the object type, along with its corresponding OBJECT IDENTIFIER.

Syntax:

The abstract syntax for the object type, presented using ASN.1. This must resolve to an instance of the ASN.1 type ObjectSyntax defined in the SMI.

Definition:

A textual description of the semantics of the object type. Implementations should ensure that their interpretation of the object type fulfills this definition since this MIB is intended for use in multi-vendor environments. As such it is vital that object types have consistent meaning across all machines.

Access:

A keyword, one of read-only, read-write, write-only, or not-accessible. Note that this designation specifies the minimum level of support required. As a local matter, implementations may support other access types (e.g., an implementation may elect to permitting writing a variable marked herein as read-only). Further, protocol-specific "views" (e.g., those implied by an SNMP community) may make further restrictions on access to a variable.

Status:

A keyword, one of mandatory, optional, obsolete, or deprecated. Use of deprecated implies mandatory status.

4. Object Definitions

```
CLNS-MIB DEFINITIONS ::= BEGIN

IMPORTS
        experimental,  OBJECT-TYPE, Counter
                FROM RFC1155-SMI;

-- new type of NetworkAddress

ClnpAddress ::=
    [APPLICATION 5]
        IMPLICIT OCTET STRING (SIZE (1..21))
```

```
clns    OBJECT IDENTIFIER ::=   { experimental 1 }

clnp    OBJECT IDENTIFIER ::=   { clns 1 }
error   OBJECT IDENTIFIER ::=   { clns 2 }
echo    OBJECT IDENTIFIER ::=   { clns 3 }
es-is   OBJECT IDENTIFIER ::=   { clns 4 }

END
```

These objects can be used when the ISO Connectionless-mode Network Protocol [9] and End System to Intermediate System [10] protocols are present. No assumptions are made as to what underlying protocol is being used to carry the SNMP.

This memo uses the string encoding of [11] to textually describe OSI addresses.

The ASN.1 type ClnpAddress is used to denote an OSI address. This consists of a string of octets. The first octet of the string contains a binary value in the range of 0..20, and indicates the the length in octets of the NSAP. Following the first octet, is the NSAP, expressed in concrete binary notation, starting with the most significant octet. A zero- length NSAP is used as a "special" address meaning "the default NSAP" (analogous to the IP address of 0.0.0.0). Such an NSAP is encoded as a single octet, containing the value 0.

All other NSAPs are encoded in at least 2 octets.

4.1. The CLNP Group

Implementation is experimental and is recommended for all systems that support a CLNP.

```
OBJECT:
-------
     clnpForwarding { clnp 1 }

Syntax:
     INTEGER {
          is(1),    -- entity is an intermediate system
          es(2),    -- entity is an end system and does not
                       forward PDUs
     }

Definition:
     The indication of whether this entity is active as an
```

intermediate or end system. Only intermediate systems will forward PDUs onward that are not addressed to them.

Access:
read-write.

Status:
mandatory.

OBJECT:
---
clnpDefaultLifeTime { clnp 2 }

Syntax:
INTEGER

Definition:
The default value inserted into the Lifetime field of the CLNP PDU header of PDUs sourced by this entity.

Access:
read-write.

Status:
mandatory.

OBJECT:
---
clnpInReceives { clnp 3 }

Syntax:
Counter

Definition:
The total number of input PDUs received from all connected network interfaces running CLNP, including errors.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpInHdrErrors { clnp 4 }

Syntax:
Counter

Definition:
The number of input PDUs discarded due to errors in the CLNP header, including bad checksums, version mismatch, lifetime exceeded, errors discovered in processing options, etc.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpInAddrErrors { clnp 5 }

Syntax:
Counter

Definition:
The number of input PDUs discarded because the NSAP address in the CLNP header's destination field was not a valid NSAP to be received at this entity. This count includes addresses not understood. For end systems, this is a count of PDUs which arrived with a destination NSAP which was not local.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpForwPDUs { clnp 6 }

Syntax:
Counter

Definition:
The number of input PDUs for which this entity was not the final destination and which an attempt was made to forward them onward.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpInUnknownNLPs { clnp 7 }

Syntax:
Counter

Definition:
The number of locally-addressed PDUs successfully received but discarded because the network layer protocol was unknown or unsupported (e.g., not CLNP or ES-IS).

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpInUnknownULPs { clnp 8 }

Syntax:
Counter

Definition:
The number of locally-addressed PDUs successfully received but discarded because the upper layer protocol was unknown or unsupported (e.g., not TP4).

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpInDiscards { clnp 9 }

Syntax:
Counter

Definition:
The number of input CLNP PDUs for which no problems were encountered to prevent their continued processing, but were discarded (e.g., for lack of buffer space). Note that this counter does not include any PDUs discarded while awaiting re-assembly.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpInDelivers { clnp 10 }

Syntax:
Counter

Definition:
The total number of input PDUs successfully delivered to the CLNS transport user.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpOutRequests { clnp 11 }

Syntax:
Counter

Definition:
The total number of CLNP PDUs which local CLNS user

protocols supplied to CLNP for transmission requests. This counter does not include any PDUs counted in clnpForwPDUs.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpOutDiscards { clnp 12 }

Syntax:
Counter

Definition:
The number of output CLNP PDUs for which no other problem was encountered to prevent their transmission but were discarded (e.g., for lack of buffer space). Note this counter includes PDUs counted in clnpForwPDUs.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpOutNoRoutes { clnp 13 }

Syntax:
Counter

Definition:
The number of CLNP PDUs discarded because no route could be found to transmit them to their destination. This counter includes any PDUs counted in clnpForwPDUs.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpReasmTimeout { clnp 14 }

Syntax:
INTEGER

Definition:
The maximum number of seconds which received segments are held while they are awaiting reassembly at this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpReasmReqds { clnp 15 }

Syntax:
Counter

Definition:
The number of CLNP segments received which needed to be reassembled at this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpReasmOKs { clnp 16 }

Syntax:
Counter

Definition:
The number of CLNP PDUs successfully re-assembled at this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpReasmFails { clnp 17 }

Syntax:
Counter

Definition:
The number of failures detected by the CLNP reassembly algorithm (for any reason: timed out, buffer size, etc).

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpSegOKs { clnp 18 }

Syntax:
Counter

Definition:
The number of CLNP PDUs that have been successfully segmented at this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpSegFails { clnp 19 }

Syntax:
Counter

Definition:
The number of CLNP PDUs that have been discarded because they needed to be fragmented at this entity but could not.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpSegCreates { clnp 20 }

Syntax:
Counter

Definition:
The number of CLNP PDU segments that have been generated as a result of segmentation at this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpInOpts { clnp 25 }

Syntax:
Counter

Definition:
The number of CLNP PDU segments that have been input with options at this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpOutOpts { clnp 26 }

Syntax:
Counter

Definition:
The number of CLNP PDU segments that have been generated with options by this entity.

Access:
read-only.

Status:
mandatory.

4.1.1. The CLNP Interfaces table

The CLNP Interfaces table contains information on the entity's interfaces which are running the CLNP.

OBJECT:
---
clnpAddrTable { clnp 21 }

Syntax:
SEQUENCE OF ClnpAddrEntry

Definition:
The table of addressing information relevant to this entity's CLNP addresses.

Access:
not-accessible.

Status:
mandatory.

OBJECT:
---
clnpAddrEntry { clnpAddrTable 1 }

```
Syntax:
     ClnpAddrEntry :: = SEQUENCE {
          clnpAdEntAddr
               ClnpAddress,
          clnpAdEntIfIndex
               INTEGER,
          clnpAdEntReasmMaxSize
               INTEGER (0..65535)
     }

Definition:
     The addressing information for one of this entity's CLNP
     addresses.

Access:
     not-accessible.

Status:
     mandatory.


OBJECT:
-------
     clnpAdEntAddr { clnpAddrEntry 1 }

Syntax:
     ClnpAddress

Definition:
     The CLNP address to which this entry's addressing
     information pertains.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     clnpAdEntIfIndex { clnpAddrEntry 2 }

Syntax:
     INTEGER

Definition:
     The index value which uniquely identifies the interface
```

to which this entry is applicable. The interface identified by a particular value of this index is the same interface as identified by the same value of ifIndex.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpAdEntReasmMaxSize { clnpAddrEntry 3 }

Syntax:
INTEGER (0..65535)

Definition:
The size of the largest CLNP PDU which this entity can re-assemble from incoming CLNP segmented PDUs received on this interface.

Access:
read-only.

Status:
mandatory.

4.1.2. The CLNP Routing table

The CLNP Routing table contains an entry for each route known to the entity.

OBJECT:
---
clnpRoutingTable { clnp 22 }

Syntax:
SEQUENCE OF ClnpRouteEntry

Definition:
This entity's CLNP routing table.

Access:
not-accessible.

```
Status:
     mandatory.


OBJECT:
-------
     clnpRouteEntry { clnpRoutingTable 1 }

Syntax:
     ClnpRouteEntry ::= SEQUENCE {
          clnpRouteDest
              ClnpAddress,
          clnpRouteIfIndex
              INTEGER,
          clnpRouteMetric1
              INTEGER,
          clnpRouteMetric2
              INTEGER,
          clnpRouteMetric3
              INTEGER,
          clnpRouteMetric4
              INTEGER,
          clnpRouteNextHop
              ClnpAddress,
          clnpRouteType
              INTEGER,
          clnpRouteProto
              INTEGER,
          clnpRouteAge
              INTEGER
     }

Definition:
     A route to a particular destination.

Access:
     not-accessible.

Status:
     mandatory.

OBJECT:
-------
     clnpRouteDest { clnpRouteEntry 1 }

Syntax:
     ClnpAddress
```

Definition:
The destination CLNP address of this route.

Access:
read-write.

Status:
mandatory.

OBJECT:
---
clnpRouteIfIndex { clnpRouteEntry 2 }

Syntax:
INTEGER

Definition:
The index value which uniquely identifies the local interface through which the next hop of this route should be reached. The interface identified by a particular value of this index is the same as identified by the same value of ifIndex.

Access:
read-write.

Status:
mandatory.

OBJECT:
---
clnpRouteMetric1 { clnpRouteEntry 3 }

Syntax:
INTEGER

Definition:
The primary routing metric for this route. The semantics of this metric are determined by the routing-protocol specified in the route's clnpRouteProto value. If this metric is not used, its value should be set to -1.

Access:
read-write.

Status:
mandatory.

OBJECT:
---
clnpRouteMetric2 { clnpRouteEntry 4 }

Syntax:
INTEGER

Definition:
An alternate routing metric for this route. The semantics of this metric are determined by the routing-protocol specified in the route's clnpRouteProto value. If this metric is not used, its value should be set to -1.

Access:
read-write.

Status:
mandatory.

OBJECT:
---
clnpRouteMetric3 { clnpRouteEntry 5 }

Syntax:
INTEGER

Definition:
An alternate routing metric for this route. The semantics of this metric are determined by the routing-protocol specified in the route's clnpRouteProto value. If this metric is not used, its value should be set to -1.

Access:
read-write.

Status:
mandatory.

```
OBJECT:
-------
     clnpRouteMetric4 { clnpRouteEntry 6 }

Syntax:
     INTEGER

Definition:
     An alternate routing metric for this route.  The
     semantics of this metric are determined by the routing-
     protocol specified in the route's clnpRouteProto value.
     If this metric is not used, its value should be set to
     -1.

Access:
     read-write.

Status:
     mandatory.


OBJECT:
-------
     clnpRouteNextHop { clnpRouteEntry 7 }

Syntax:
     ClnpAddress

Definition:
     The CLNP address of the next hop of this route.

Access:
     read-write.

Status:
     mandatory.


OBJECT:
-------
     clnpRouteType { clnpRouteEntry 8 }

Syntax:
     INTEGER {
          other(1),       -- none of the following

          invalid(2),     -- an invalidated route
```

```
                                -- route to directly
            direct(3),          -- connected (sub-)network

                                -- route to a non-local
            remote(4)           -- host/network/sub-network
        }
```

Definition:
The type of route.

Setting this object to the value invalid(2) has the effect of invaliding the corresponding entry in the clnpRoutingTable. That is, it effectively dissasociates the destination identified with said entry from the route identified with said entry. It is an implementation-specific matter as to whether the agent removes an invalidated entry from the table. Accordingly, management stations must be prepared to receive tabular information from agents that corresponds to entries not currently in use. Proper interpretation of such entries requires examination of the relevant clnpRouteType object.

Access:
read-write.

Status:
mandatory.

OBJECT:
---
clnpRouteProto { clnpRouteEntry 9 }

Syntax:

```
INTEGER {
    other(1),       -- none of the following

                    -- non-protocol information
                    --   e.g., manually
    local(2),       --   configured entries

                    -- set via a network
    netmgmt(3),     --   management protocol

                    -- similar to ipRouteProto
                    -- but omits several IP-specific
                    -- protocols

    is-is(9),
```

```
            ciscoIgrp(11),
            bbnSpfIgp(12),
            ospf(13),
            bgp(14)
        }

    Definition:
        The routing mechanism via which this route was learned.
        Inclusion of values for gateway routing protocols is not
        intended to imply that hosts should support those
        protocols.

    Access:
        read-write.

    Status:
        mandatory.

    OBJECT:
    -------
        clnpRouteAge { clnpRouteEntry 10 }

    Syntax:
        INTEGER

    Definition:
        The number of seconds since this route was last updated
        or otherwise determined to be correct.  Note that no
        semantics of "too old" can be implied except through
        knowledge of the routing protocol by which the route was
        learned.

    Access:
        read-write.

    Status:
        mandatory.
```

4.1.3. The CLNP Address Translation Tables

The Address Translation tables contain the CLNP address to physical address equivalences. Some interfaces do not use translation tables for determining address equivalences; if all interfaces are of this type, then the Address Translation table is empty, i.e., has zero entries.

```
OBJECT:
-------
     clnpNetToMediaTable { clnp 23 }

Syntax:
     SEQUENCE OF ClnpNetToMediaEntry

Definition:
     The CLNP Address Translation table used for mapping from
     CLNP addresses to physical addresses.

Access:
      not-accessible


Status:
     mandatory.


OBJECT:
-------
     clnpNetToMediaEntry { clnpNetToMediaTable 1 }

Syntax:
     ClnpNetToMediaEntry ::= SEQUENCE {
          clnpNetToMediaIfIndex
              INTEGER,
          clnpNetToMediaPhysAddress
              OCTET STRING,
          clnpNetToMediaNetAddress
              ClnpAddress,
          clnpNetToMediaType
              INTEGER,
          clnpNetToMediaAge
              INTEGER,
          clnpNetToMediaHoldTime
              INTEGER
     }

Definition:
     Each entry contains one CLNP address to "physical"
     address equivalence.

Access:
     not-accessible.

Status:
     mandatory.
```

OBJECT:
----

clnpNetToMediaIfIndex { clnpNetToMediaEntry 1 }

Syntax:
INTEGER

Definition:
The interface on which this entry's equivalence is effective. The interface identified by a particular value of this index is the same interface as identified by the same value of ifIndex.

Access:
read-write.

Status:
mandatory.

OBJECT:
----

clnpNetToMediaPhysAddress { clnpNetToMediaEntry 2 }

Syntax:
OCTET STRING

Definition:
The media-dependent "physical" address.

Access:
read-write.

Status:
mandatory.

OBJECT:
----

clnpNetToMediaNetAddress { clnpNetToMediaEntry 3 }

Syntax:
ClnpAddress

Definition:
The CLNP address corresponding to the media-dependent "physical" address.

Access:
read-write.

Status:
mandatory.

OBJECT:
---

clnpNetToMediaType { clnpNetToMediaEntry 4 }

Syntax:

```
INTEGER {
     other(1),          -- none of the following
     invalid(2),        -- an invalidated mapping
     dynamic(3),
     static(4)
}
```

Definition:
The type of mapping.

Setting this object to the value invalid(2) has the effect of invalidating the corresponding entry in the clnpNetToMediaTable. That is, it effectively dissassociates the interface identified with said entry from the mapping identified with said entry. It is an implementation-specific matter as to whether the agent removes an invalidated entry from the table. Accordingly, management stations must be prepared to receive tabular information from agents that corresponds to entries not currently in use. Proper interpretation of such entries requires examination of the relevant clnpNetToMediaType object.

Access:
read-write.

Status:
mandatory.

OBJECT:
---

clnpNetToMediaAge { clnpNetToMediaEntry 5 }

Syntax:
INTEGER

Definition:
The number of seconds since this entry was last updated or otherwise determined to be correct. Note that no semantics of "too old" can be implied except through knowledge of the type of entry.

Access:
read-write.

Status:
mandatory.

OBJECT:
---
clnpNetToMediaHoldTime { clnpNetToMediaEntry 6 }

Syntax:
INTEGER

Definition:
The time in seconds this entry will be valid. Static entries should always report this field as -1.

Access:
read-write.

Status:
mandatory.

OBJECT:
---
clnpMediaToNetTable { clnp 24 }

Syntax:
SEQUENCE OF ClnpMediaToNetEntry

Definition:
The CLNP Address Translation table used for mapping from physical addresses to CLNP addresses.

Access:
not-accessible.

Status:
mandatory.

```
OBJECT:
-------
     clnpMediaToNetEntry { clnpMediaToNetTable 1 }

Syntax:
     ClnpMediaToNetEntry ::= SEQUENCE {
          clnpMediaToNetIfIndex
              INTEGER,
          clnpMediaToNetNetAddress
              ClnpAddress,
          clnpMediaToNetPhysAddress
              OCTET STRING,
          clnpMediaToNetType
              INTEGER,
          clnpMediaToNetAge
              INTEGER,
          clnpMediaToNetHoldTime
              INTEGER
     }

Definition:
     Each entry contains on ClnpAddress to "physical" address
     equivalence.

Access:
     not-accessible.

Status:
     mandatory.

OBJECT:
-------
     clnpMediaToNetIfIndex { clnpMediaToNetEntry 1 }

Syntax:
     INTEGER

Definition:
     The interface on which this entry's equivalence is
     effective.  The interface identified by a particular
     value of this index is the same interface as identified
     by the same value of ifIndex.

Access:
     read-write.
```

```
Status:
     mandatory.


OBJECT:
-------
     clnpMediaToNetAddress { clnpMediaToNetEntry 2 }

Syntax:
     ClnpAddress

Definition:
     The ClnpAddress corresponding to the media-dependent
     "physical" address.

Access:
     read-write.

Status:
     mandatory.


OBJECT:
-------
     clnpMediaToNetPhysAddress { clnpMediaToNetEntry 3 }

Syntax:
     OCTET STRING

Definition:
     The media-dependent "physical" address.

Access:
     read-write.

Status:
     mandatory.


OBJECT:
-------
     clnpMediaToNetType { clnpMediaToNetEntry 4 }

Syntax:
     INTEGER {
          other(1),          -- none of the following
          invalid(2),        -- an invalidated mapping
          dynamic(3),
```

```
            static(4)
        }

    Definition:
        The type of mapping.

    Setting this object to the value invalid(2) has the effect of
    invalidating the corresponding entry in the
    clnpMediaToNetTable.  That is, it effectively dissassociates
    the interface identified with said entry from the mapping
    identified with said entry.  It is an implementation-specific
    matter as to whether the agent removes an invalidated entry
    from the table.  Accordingly, management stations must be
    prepared to receive tabular information from agents that
    corresponds to entries not currently in use.  Proper
    interpretation of such entries requires examination of the
    relevant clnpMediaToNetType object.

    Access:
        read-write.

    Status:
        mandatory.


    OBJECT:
    -------
        clnpMediaToNetAge { clnpMediaToNetEntry 5 }

    Syntax:
        INTEGER

    Definition:
        The number of seconds since this entry was last updated
        or otherwise determined to be correct. Note that no
        semantics of "too old" can be implied except through
        knowledge of the type of entry.

    Access:
        read-write.

    Status:
        mandatory.


    OBJECT:
    -------
        clnpMediaToNetHoldTime { clnpMediaToNetEntry 6 }
```

Syntax:
INTEGER

Definition:
The time in seconds this entry will be valid. Static entries should always report this field as -1.

Access:
read-write.

Status:
mandatory.

4.2. The CLNP Error Group

This group records the CLNP Error protocol and is recommended for all systems which support CLNP.

OBJECT:
---
clnpInErrors { error 1 }

Syntax:
Counter

Definition:
The number of CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpOutErrors { error 2 }

Syntax:
Counter

Definition:
The number of CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpInErrUnspecs { error 3 }

Syntax:
Counter

Definition:
The number of unspecified CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpInErrProcs { error 4 }

Syntax:
Counter

Definition:
The number of protocol procedure CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpInErrCksums { error 5 }

Syntax:
Counter

Definition:
The number of checksum CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpInErrCongests { error 6 }

Syntax:
Counter

Definition:
The number of congestion drop CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpInErrHdrs { error 7 }

Syntax:
Counter

Definition:
The number of header syntax CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

```
OBJECT:
-------
     clnpInErrSegs { error 8 }

Syntax:
     Counter

Definition:
     The number of segmentation disallowed CLNP Error PDUs
     received by this entity.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     clnpInErrIncomps { error 9 }

Syntax:
     Counter

Definition:
     The number of incomplete PDU CLNP Error PDUs received by
     this entity.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     clnpInErrDups { error 10 }

Syntax:
     Counter

Definition:
     The number of duplicate option CLNP Error PDUs received
     by this entity.
```

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpInErrUnreachDsts { error 11 }

Syntax:
Counter

Definition:
The number of unreachable destination CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpInErrUnknownDsts { error 12 }

Syntax:
Counter

Definition:
The number of unknown destination CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpInErrSRUnspecs { error 13 }

Syntax:
Counter

Definition:
The number of unspecified source route CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpInErrSRSyntaxes { error 14 }

Syntax:
Counter

Definition:
The number of source route syntax CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpInErrSRUnkAddrs { error 15 }

Syntax:
Counter

Definition:
The number of source route unknown address CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpInErrSRBadPaths { error 16 }

Syntax:
Counter

Definition:
The number of source route bad path CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpInErrHops { error 17 }

Syntax:
Counter

Definition:
The number of hop count exceeded CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpInErrHopReassms { error 18 }

Syntax:
Counter

Definition:
The number of hop count exceeded while reassembling CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpInErrUnsOptions { error 19 }

Syntax:
Counter

Definition:
The number of unsupported option CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpInErrUnsVersions { error 20 }

Syntax:
Counter

Definition:
The number of version mismatch CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpInErrUnsSecurities { error 21 }

Syntax:
Counter

Definition:
The number of unsupported security option CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpInErrUnsSRs { error 22 }

Syntax:
Counter

Definition:
The number of unsupported source route option CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpInErrUnsRRs { error 23 }

Syntax:
Counter

Definition:
The number of unsupported record route option CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpInErrInterferences { error 24 }

Syntax:
Counter

Definition:
The number of reassembly interference CLNP Error PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpOutErrUnspecs { error 25 }

Syntax:
Counter

Definition:
The number of unspecified CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpOutErrProcs { error 26 }

Syntax:
Counter

Definition:
The number of protocol procedure CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpOutErrCksums { error 27 }

Syntax:
Counter

Definition:
The number of checksum CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpOutErrCongests { error 28 }

Syntax:
Counter

Definition:
The number of congestion drop CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpOutErrHdrs { error 29 }

Syntax:
Counter

Definition:
The number of header syntax CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpOutErrSegs { error 30 }

Syntax:
Counter

Definition:
The number of segmentation disallowed CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpOutErrIncomps { error 31 }

Syntax:
Counter

Definition:
The number of incomplete PDU CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----

clnpOutErrDups { error 32 }

Syntax:
Counter

Definition:
The number of duplicate option CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----

clnpOutErrUnreachDsts { error 33 }

Syntax:
Counter

Definition:
The number of unreachable destination CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----

clnpOutErrUnknownDsts { error 34 }

Syntax:
Counter

Definition:
The number of unknown destination CLNP Error PDUs sent by this entity.

```
Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     clnpOutErrSRUnspecs { error 35 }

Syntax:
     Counter

Definition:
     The number of unspecified source route CLNP Error PDUs
     sent by this entity.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     clnpOutErrSRSyntaxes { error 36 }

Syntax:
     Counter

Definition:
     The number of source route syntax CLNP Error PDUs sent by
     this entity.

Access:
     read-only.

Status:
     mandatory.


OBJECT:
-------
     clnpOutErrSRUnkAddrs { error 37 }
```

Syntax:
Counter

Definition:
The number of source route unknown address CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpOutErrSRBadPaths { error 38 }

Syntax:
Counter

Definition:
The number of source route bad path CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpOutErrHopss { error 39 }

Syntax:
Counter

Definition:
The number of hop count exceeded CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpOutErrHopReassms { error 40 }

Syntax:
Counter

Definition:
The number of hop count exceeded while reassembling CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpOutErrUnsOptions { error 41 }

Syntax:
Counter

Definition:
The number of unsupported option CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpOutErrUnsVersions { error 42 }

Syntax:
Counter

Definition:
The number of version mismatch CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpOutErrUnsSecurities { error 43 }

Syntax:
Counter

Definition:
The number of unsupported security option CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpOutErrUnsSRs { error 44 }

Syntax:
Counter

Definition:
The number of unsupported source route option CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
----
clnpOutErrUnsRRs { error 45 }

Syntax:
Counter

Definition:
The number of unsupported record route option CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
clnpOutErrInterferences { error 46 }

Syntax:
Counter

Definition:
The number of reassembly interference CLNP Error PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

4.3. The ESIS Group

The ESIS group contains information about the End System Intermediate System protocol used to maintain neighbor reachibility information. Both ESs and ISs are expected to implement this group if they running a CLNP.

OBJECT:
---
esisESHin { es-is 1 }

Syntax:
Counter

Definition:
The number of ESH PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
esisESHout { es-is 2 }

Syntax:
Counter

Definition:
The number of ESH PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
esisISHin { es-is 3 }

Syntax:
Counter

Definition:
The number of ISH PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
esisISHout { es-is 4 }

Syntax:
Counter

Definition:
The number of ISH PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
esisRDUin { es-is 5 }

Syntax:
Counter

Definition:
The number of RDU PDUs received by this entity.

Access:
read-only.

Status:
mandatory.

OBJECT:
---
esisRDUout { es-is 6 }

Syntax:
Counter

Definition:
The number of RDU PDUs sent by this entity.

Access:
read-only.

Status:
mandatory.

5. Definitions

```
CLNS-MIB DEFINITIONS ::= BEGIN

IMPORTS
        experimental, OBJECT-TYPE, Counter
                FROM RFC1155-SMI;

-- new type of NetworkAddress

ClnpAddress ::=
    [APPLICATION 5]
        IMPLICIT OCTET STRING (SIZE (1..21))


clns    OBJECT IDENTIFIER ::=   { experimental 1 }

clnp    OBJECT IDENTIFIER ::=   { clns 1 }
error   OBJECT IDENTIFIER ::=   { clns 2 }
echo    OBJECT IDENTIFIER ::=   { clns 3 }
es-is   OBJECT IDENTIFIER ::=   { clns 4 }


-- the General CLNP group

clnpForwarding OBJECT-TYPE
        SYNTAX  INTEGER {
                    is(1),  -- entity is an
                            -- intermediate system
                    es(2)   -- entity is an end system
                            -- and does not forward pdus
                }
        ACCESS  read-write
        STATUS  mandatory
        ::= { clnp 1 }

clnpDefaultLifeTime OBJECT-TYPE
        SYNTAX  INTEGER
        ACCESS  read-write
        STATUS  mandatory
        ::= { clnp 2 }

clnpInReceives OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 3 }
```

```
clnpInHdrErrors OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 4 }

clnpInAddrErrors OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 5 }

clnpForwPDUs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 6 }

clnpInUnknownNLPs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 7 }

clnpInUnknownULPs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 8 }

clnpInDiscards OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 9 }

clnpInDelivers OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 10 }

clnpOutRequests OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 11 }
```

```
clnpOutDiscards OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 12 }

clnpOutNoRoutes OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 13 }

clnpReasmTimeout OBJECT-TYPE
        SYNTAX  INTEGER
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 14 }

clnpReasmReqds  OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 15 }

clnpReasmOKs    OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 16 }

clnpReasmFails  OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 17 }

clnpSegOKs      OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 18 }

clnpSegFails    OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 19 }
```

```
clnpSegCreates  OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 20 }

clnpInOpts      OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 25 }

clnpOutOpts     OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnp 26 }

-- the CLNP Interface table

clnpAddrTable   OBJECT-TYPE
        SYNTAX  SEQUENCE OF ClnpAddrEntry
        ACCESS  not-accessible
        STATUS  mandatory
        ::= { clnp 21 }

clnpAddrEntry   OBJECT-TYPE
        SYNTAX  ClnpAddrEntry
        ACCESS  not-accessible
        STATUS  mandatory
--      INDEX   { clnpAdEntAddr }
        ::= { clnpAddrTable 1 }

ClnpAddrEntry ::= SEQUENCE {
    clnpAdEntAddr
        ClnpAddress,
    clnpAdEntIfIndex
        INTEGER,
    clnpAdEntReasmMaxSize
        INTEGER (0..65535)
}

clnpAdEntAddr OBJECT-TYPE
        SYNTAX  ClnpAddress
        ACCESS  read-only
        STATUS  mandatory
        ::=  { clnpAddrEntry 1 }
```

```
clnpAdEntIfIndex OBJECT-TYPE
        SYNTAX  INTEGER
        ACCESS  read-only
        STATUS  mandatory
        ::=  { clnpAddrEntry 2 }

clnpAdEntReasmMaxSize OBJECT-TYPE
        SYNTAX  INTEGER (0..65535)
        ACCESS  read-only
        STATUS  mandatory
        ::= { clnpAddrEntry 3 }

-- the CLNP Routing table

clnpRoutingTable OBJECT-TYPE
        SYNTAX  SEQUENCE OF ClnpRouteEntry
        ACCESS  not-accessible
        STATUS  mandatory
        ::= { clnp 22 }

clnpRouteEntry OBJECT-TYPE
        SYNTAX  ClnpRouteEntry
        ACCESS  not-accessible
        STATUS  mandatory
--      INDEX   { clnpRouteDest }
        ::= { clnpRoutingTable 1 }

ClnpRouteEntry ::= SEQUENCE {
    clnpRouteDest
        ClnpAddress,
clnpRouteIfIndex
        INTEGER,
clnpRouteMetric1
        INTEGER,
clnpRouteMetric2
        INTEGER,
clnpRouteMetric3
        INTEGER,
clnpRouteMetric4
        INTEGER,
clnpRouteNextHop
        ClnpAddress,
clnpRouteType
        INTEGER,
clnpRouteProto
        INTEGER,
clnpRouteAge
        INTEGER
```

```
    }

    clnpRouteDest OBJECT-TYPE
            SYNTAX  ClnpAddress
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpRouteEntry 1 }

    clnpRouteIfIndex  OBJECT-TYPE
            SYNTAX  INTEGER
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpRouteEntry 2 }

    clnpRouteMetric1 OBJECT-TYPE
            SYNTAX  INTEGER
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpRouteEntry 3 }

    clnpRouteMetric2 OBJECT-TYPE
            SYNTAX  INTEGER
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpRouteEntry 4 }

    clnpRouteMetric3 OBJECT-TYPE
            SYNTAX  INTEGER
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpRouteEntry 5 }

    clnpRouteMetric4 OBJECT-TYPE
            SYNTAX  INTEGER
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpRouteEntry 6 }

    clnpRouteNextHop OBJECT-TYPE
            SYNTAX  ClnpAddress
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpRouteEntry 7 }

    clnpRouteType OBJECT-TYPE
            SYNTAX  INTEGER {
                        other(1),       -- none of the
                                        -- following
```

```
                        invalid(2),     -- an invalidated
                                        -- route

                                        -- route to directly
                        direct(3),      -- connected
                                        -- (sub-)network

                                        -- route to a
                                        -- non-local
                        remote(4)       -- host/network
                                        -- /sub-network
                    }
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpRouteEntry 8 }

    clnpRouteProto OBJECT-TYPE
            SYNTAX  INTEGER {
                        other(1),       -- none of the
                                        -- following

                                        -- non-protocol
                                        -- information
                                        --   e.g., manually
                        local(2),       --   configured entries

                                        -- set via a network
                        netmgmt(3),     --   management
                                        --   protocol
                                        -- similar to
                                        -- ipRouteProto
                                        -- but omits several
                                        -- IP-specific
                                        -- protocols
                        is-is(9),
                        ciscoIgrp(11),
                        bbnSpfIgp(12),
                        ospf(13),
                        bgp(14)
                    }
            ACCESS  read-only
            STATUS  mandatory
            ::= { clnpRouteEntry 9 }

    clnpRouteAge OBJECT-TYPE
            SYNTAX  INTEGER
            ACCESS  read-write
```

```
        STATUS  mandatory
        ::= { clnpRouteEntry 10 }

-- the CLNP Address Translation tables

clnpNetToMediaTable OBJECT-TYPE
        SYNTAX  SEQUENCE OF ClnpNetToMediaEntry
        ACCESS  not-accessible
        STATUS  mandatory
        ::= { clnp 23 }

clnpNetToMediaEntry OBJECT-TYPE
        SYNTAX  ClnpNetToMediaEntry
        ACCESS  not-accessible
        STATUS  mandatory
--      INDEX   { clnpNetToMediaIfIndex,
--                clnpNetToMediaNetAddress }
        ::= { clnpNetToMediaTable 1 }

ClnpNetToMediaEntry ::= SEQUENCE {
    clnpNetToMediaIfIndex
        INTEGER,
    clnpNetToMediaPhysAddress
        OCTET STRING,
    clnpNetToMediaNetAddress
        ClnpAddress,
    clnpNetToMediaType
        INTEGER,
    clnpNetToMediaAge
        INTEGER,
    clnpNetToMediaHoldTime
        INTEGER
}

clnpNetToMediaIfIndex OBJECT-TYPE
        SYNTAX  INTEGER
        ACCESS  read-write
        STATUS  mandatory
        ::= { clnpNetToMediaEntry 1 }

clnpNetToMediaPhysAddress OBJECT-TYPE
        SYNTAX  OCTET STRING
        ACCESS  read-write
        STATUS  mandatory
        ::= { clnpNetToMediaEntry 2 }

clnpNetToMediaNetAddress OBJECT-TYPE
        SYNTAX  ClnpAddress
```

```
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpNetToMediaEntry 3 }

        clnpNetToMediaType OBJECT-TYPE
            SYNTAX  INTEGER {
                        other(1),       -- none of the
                                        -- following
                        invalid(2),     -- an invalidated
                                        -- mapping
                        dynamic(3),
                        static(4)
                    }
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpNetToMediaEntry 4 }

        clnpNetToMediaAge OBJECT-TYPE
            SYNTAX  INTEGER
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpNetToMediaEntry 5 }

        clnpNetToMediaHoldTime OBJECT-TYPE
            SYNTAX  INTEGER
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpNetToMediaEntry 6 }

        clnpMediaToNetTable OBJECT-TYPE
            SYNTAX  SEQUENCE OF ClnpMediaToNetEntry
            ACCESS  not-accessible
            STATUS  mandatory
            ::= { clnp 24 }

        clnpMediaToNetEntry OBJECT-TYPE
            SYNTAX  ClnpMediaToNetEntry
            ACCESS  not-accessible
            STATUS  mandatory
        --  INDEX   { clnpMediaToNetIfIndex,
        --              clnpMediaToNetPhysAddress }
            ::= { clnpMediaToNetTable 1 }

        ClnpMediaToNetEntry ::= SEQUENCE {
            clnpMediaToNetIfIndex
                INTEGER,
            clnpMediaToNetNetAddress
                ClnpAddress,
```

```
        clnpMediaToNetPhysAddress
            OCTET STRING,
        clnpMediaToNetType
            INTEGER,
        clnpMediaToNetAge
            INTEGER,
        clnpMediaToNetHoldTime
            INTEGER
    }

    clnpMediaToNetIfIndex OBJECT-TYPE
            SYNTAX  INTEGER
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpMediaToNetEntry 1 }

    clnpMediaToNetNetAddress OBJECT-TYPE
            SYNTAX  ClnpAddress
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpMediaToNetEntry 2 }

    clnpMediaToNetPhysAddress OBJECT-TYPE
            SYNTAX  OCTET STRING
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpMediaToNetEntry 3 }

    clnpMediaToNetType OBJECT-TYPE
            SYNTAX  INTEGER {
                        other(1),       -- none of the
                                        -- following
                        invalid(2),     -- an invalidated
                                        -- mapping
                        dynamic(3),
                        static(4)
                    }
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpMediaToNetEntry 4 }

    clnpMediaToNetAge OBJECT-TYPE
            SYNTAX  INTEGER
            ACCESS  read-write
            STATUS  mandatory
            ::= { clnpMediaToNetEntry 5 }

    clnpMediaToNetHoldTime OBJECT-TYPE
```

```
                SYNTAX  INTEGER
                ACCESS  read-write
                STATUS  mandatory
                ::= { clnpMediaToNetEntry 6 }

        -- the CLNP Error Group

        clnpInErrors    OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { error 1 }

        clnpOutErrors   OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { error 2 }

        clnpInErrUnspecs OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { error 3 }

        clnpInErrProcs  OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { error 4 }

        clnpInErrCksums OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { error 5 }

        clnpInErrCongests OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { error 6 }

        clnpInErrHdrs   OBJECT-TYPE
                SYNTAX  Counter
                ACCESS  read-only
                STATUS  mandatory
                ::= { error 7 }
```

```
clnpInErrSegs   OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 8 }

clnpInErrIncomps OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 9 }

clnpInErrDups   OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 10 }

clnpInErrUnreachDsts OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 11 }

clnpInErrUnknownDsts OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 12 }

clnpInErrSRUnspecs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 13 }

clnpInErrSRSyntaxes OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 14 }

clnpInErrSRUnkAddrs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 15 }
```

```
clnpInErrSRBadPaths OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 16 }

clnpInErrHops   OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 17 }

clnpInErrHopReassms OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 18 }

clnpInErrUnsOptions OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 19 }

clnpInErrUnsVersions OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 20 }

clnpInErrUnsSecurities OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 21 }

clnpInErrUnsSRs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 22 }

clnpInErrUnsRRs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 23 }
```

```
clnpInErrInterferences OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 24 }

clnpOutErrUnspecs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 25 }

clnpOutErrProcs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 26 }

clnpOutErrCksums OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 27 }

clnpOutErrCongests OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 28 }

clnpOutErrHdrs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 29 }

clnpOutErrSegs  OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 30 }

clnpOutErrIncomps OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 31 }
```

```
clnpOutErrDups  OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 32 }

clnpOutErrUnreachDsts OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 33 }

clnpOutErrUnknownDsts OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 34 }

clnpOutErrSRUnspecs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 35 }

clnpOutErrSRSyntaxes OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 36 }

clnpOutErrSRUnkAddrs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 37 }

clnpOutErrSRBadPaths OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 38 }

clnpOutErrHops  OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 39 }
```

```
clnpOutErrHopReassms OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 40 }

clnpOutErrUnsOptions OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 41 }

clnpOutErrUnsVersions OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 42 }

clnpOutErrUnsSecurities OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 43 }

clnpOutErrUnsSRs OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 44 }

clnpOutErrUnsRRs        OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 45 }

clnpOutErrInterferences OBJECT-TYPE
        SYNTAX  Counter
        ACCESS  read-only
        STATUS  mandatory
        ::= { error 46 }

-- the CLNP Echo Group

-- the ES-IS Group

esisESHins      OBJECT-TYPE
```

```
            SYNTAX  Counter
            ACCESS  read-only
            STATUS  mandatory
            ::= { es-is 1 }

    esisESHouts     OBJECT-TYPE
            SYNTAX  Counter
            ACCESS  read-only
            STATUS  mandatory
            ::= { es-is 2 }

    esisISHins      OBJECT-TYPE
            SYNTAX  Counter
            ACCESS  read-only
            STATUS  mandatory
            ::= { es-is 3 }

    esisISHouts     OBJECT-TYPE
            SYNTAX  Counter
            ACCESS  read-only
            STATUS  mandatory
            ::= { es-is 4 }

    esisRDUins      OBJECT-TYPE
            SYNTAX  Counter
            ACCESS  read-only
            STATUS  mandatory
            ::= { es-is 5 }

    esisRDUouts     OBJECT-TYPE
            SYNTAX  Counter
            ACCESS  read-only
            STATUS  mandatory
            ::= { es-is 6 }

    END
```

6. Identification of OBJECT instances for use with the SNMP

The names for all object types in the MIB are defined explicitly either in the Internet-standard MIB or in other documents which conform to the naming conventions of the SMI. The SMI requires that conformant management protocols define mechanisms for identifying individual instances of those object types for a particular network element.

Each instance of any object type defined in the MIB is identified in SNMP operations by a unique name called its "variable name." In

general, the name of an SNMP variable is an OBJECT IDENTIFIER of the form x.y, where x is the name of a non-aggregate object type defined in the MIB and y is an OBJECT IDENTIFIER fragment that, in a way specific to the named object type, identifies the desired instance.

This naming strategy admits the fullest exploitation of the semantics of the powerful SNMP get-next operator, because it assigns names for related variables so as to be contiguous in the lexicographical ordering of all variable names known in the MIB.

The type-specific naming of object instances is defined below for a number of classes of object types. Instances of an object type to which none of the following naming conventions are applicable are named by OBJECT IDENTIFIERs of the form x.0, where x is the name of said object type in the MIB definition.

For example, suppose one wanted to identify an instance of the variable sysDescr in the Internet-standard MIB. The object class for sysDescr is:

```
iso org dod internet mgmt mib system sysDescr
 1   3   6     1      2    1    1       1
```

Hence, the object type, x, would be 1.3.6.1.2.1.1.1 to which is appended an instance sub-identifier of 0. That is, 1.3.6.1.2.1.1.1.0 identifies the one and only instance of sysDescr.

6.1. clnpAddrTable Object Type Names

The name of an CLNP-addressable network element, x, is the OBJECT IDENTIFIER of the form z such that z is the value (in which each octet of the ClnpAddress type is expressed as a sub-identifier of the OBJECT IDENTIFIER) of that instance of the clnpAdEntAddr object type associated with x.

For each object type, t, for which the defined name, n, has a prefix of clnpAddrEntry, an instance, i, of t is named by an OBJECT IDENTIFIER of the form n.y, where y is the name of the CLNP-addressable network element about which i represents information.

For example, suppose one wanted to find the maximum reassembly size of an entry in the CLNP interface table associated with an CLNP address of NS+0504030201. Accordingly, clnpAdEntNetMask.5.5.4.3.2.1 would identify the desired instance.

6.2. clnpRoutingTable Object Type Names

The name of an CLNP route, x, is the OBJECT IDENTIFIER of the form z

such that z is the value (in which each octet of the ClnpAddress type is expressed as a sub-identifier of the OBJECT IDENTIFIER) of that instance of the clnpRouteDest object type associated with x.

For each object type, t, for which the defined name, n, has a prefix of clnpRoutingEntry, an instance, i, of t is named by an OBJECT IDENTIFIER of the form n.y, where y is the name of the CLNP route about which i represents information.

For example, suppose one wanted to find the next hop of an entry in the CLNP routing table associated with the destination of NS+0504030201. Accordingly, clnpRouteNextHop.5.5.4.3.2.1 would identify the desired instance.

At the option of the agent, multiple routes to the same destination may be visible. To realize this, the agent, while required to return a single entry for an CLNP route, x, of the form n.y, may also return information about other routes to the same destination using the form n.y.v, where v is a implementation-dependent small, non-negative integer.

6.3. clnpNetToMediaTable Object Type Names

The name of a cached CLNP address, x, is an OBJECT IDENTIFIER of the form s.z, such that s is the value of that instance of the clnpNetToMediaIfIndex object type associated with the entry and z is the value of the CLNP address of the clnpNetToMediaNetAddress object type associated with x, in which each octet of the ClnpAddress type is expressed as a sub-identifier of the OBJECT IDENTIFIER.

For each object type, t, for which the defined name, n, has a prefix of clnpNetToMediaEntry, an instance, i, of t is named by an OBJECT IDENTIFIER of the form n.y, where y is the name of the cached CLNP address about which i represents information.

For example, suppose one wanted to find the media address of an entry in the address translation table associated with a CLNP address of NS+0504030201 and interface 3. Accordingly, clnpNetToMediaPhysAddress.3.5.5.4.3.2.1 would identify the desired instance.

6.4. clnpMediaToNetTable Object Type Names

The name of a cached media address, x, is an OBJECT IDENTIFIER of the form s.z, such that s is the value of that instance of the clnpMediaToNetIfIndex object type associated with the entry and z is the value of the media address of the clnpMediaToNetMediaAddress object type associated with x, in which each octet of the media

address is expressed as a sub- identifier of the OBJECT IDENTIFIER.

For each object type, t, for which the defined name, n, has a prefix of clnpMediaToNetEntry, an instance, i, of t is named by an OBJECT IDENTIFIER of the form n.y, where y is the name of the cached media address about which i represents information.

For example, suppose one wanted to find the CLNP address of an entry in the address translation table associated with a media address of 08:00:20:00:38:ba and interface 3. Accordingly, clnpMediaToNetNetAddress.3.8.0.32.0.56.186 would identify the desired instance.

7. References

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8. Security Considerations

Security issues are not discussed in this memo.

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